



Schematic Package Supplement to

Charley Chuck's FOOD FIGHT™

Operators Manual

2M

ATARI INC., 1983

SP-229 Sheet 1A
1st Printing

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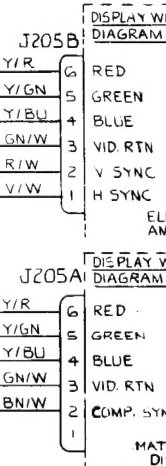
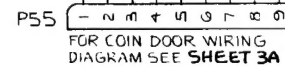
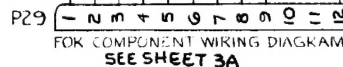
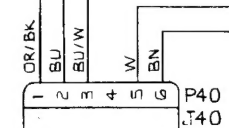
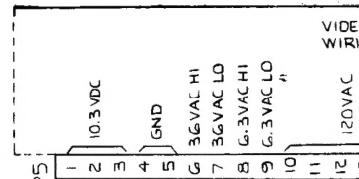
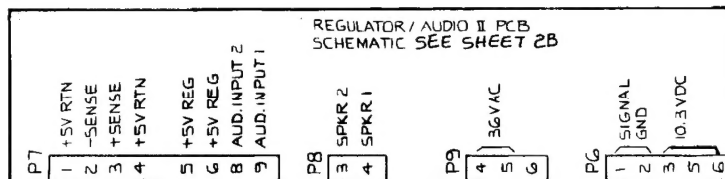
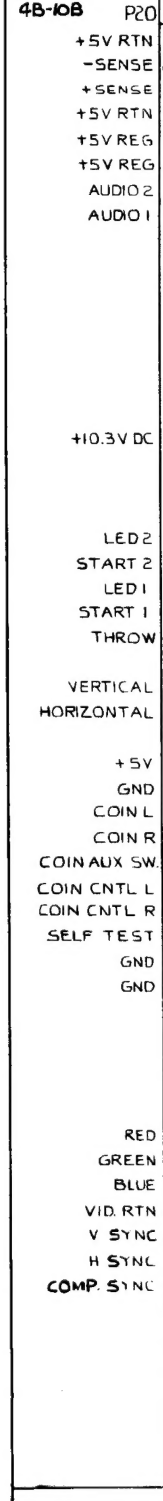
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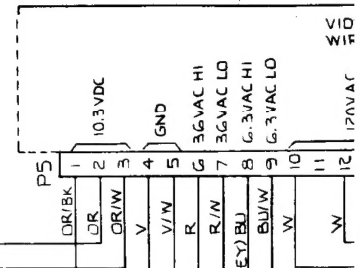
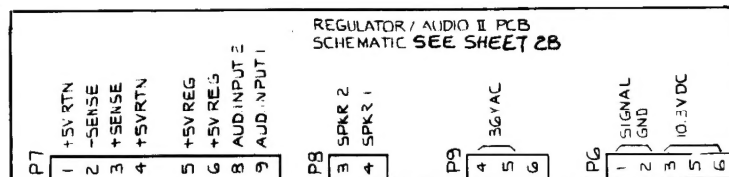
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FOOD FIGHT
MAIN PCB
SCHEMATIC
SEE SHEETS
4B-10B



FOOD FIGHT
MAIN PCB
SCHEMATIC
SEE SHEETS
4B-10D



P20
+5V RTN
-SENSE
+SENSE
+5V RTN
+5V REG
+5V REG
AUDIO 2
AUDIO 1

TP

+10.3V DC

LED 2

START 2

LED 1

START 1

THROW

VERTICAL

HORIZONTAL

+5V

GND

COIN L

COIN R

COIN AUX SW

COIN CNTL L

COIN CNTL R

SELF TEST

GND

GND

RED

GREEN

BLUE

VID. RTN

V SYNC

H SYNC

COMP. SYNC

P29
FOR COMPONENT WIRING DIAGRAM
SEE SHEET 3A

P55
FOR COIN DOOR WIRING
DIAGRAM SEE SHEET 3A

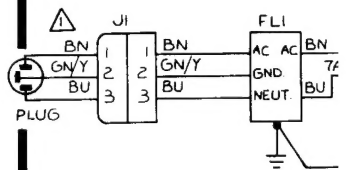
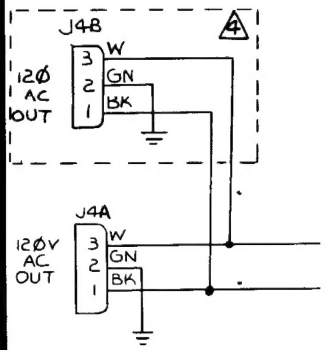
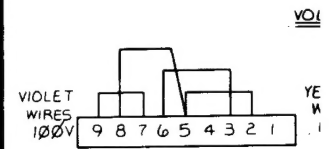
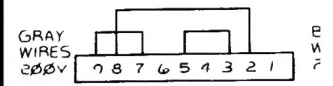
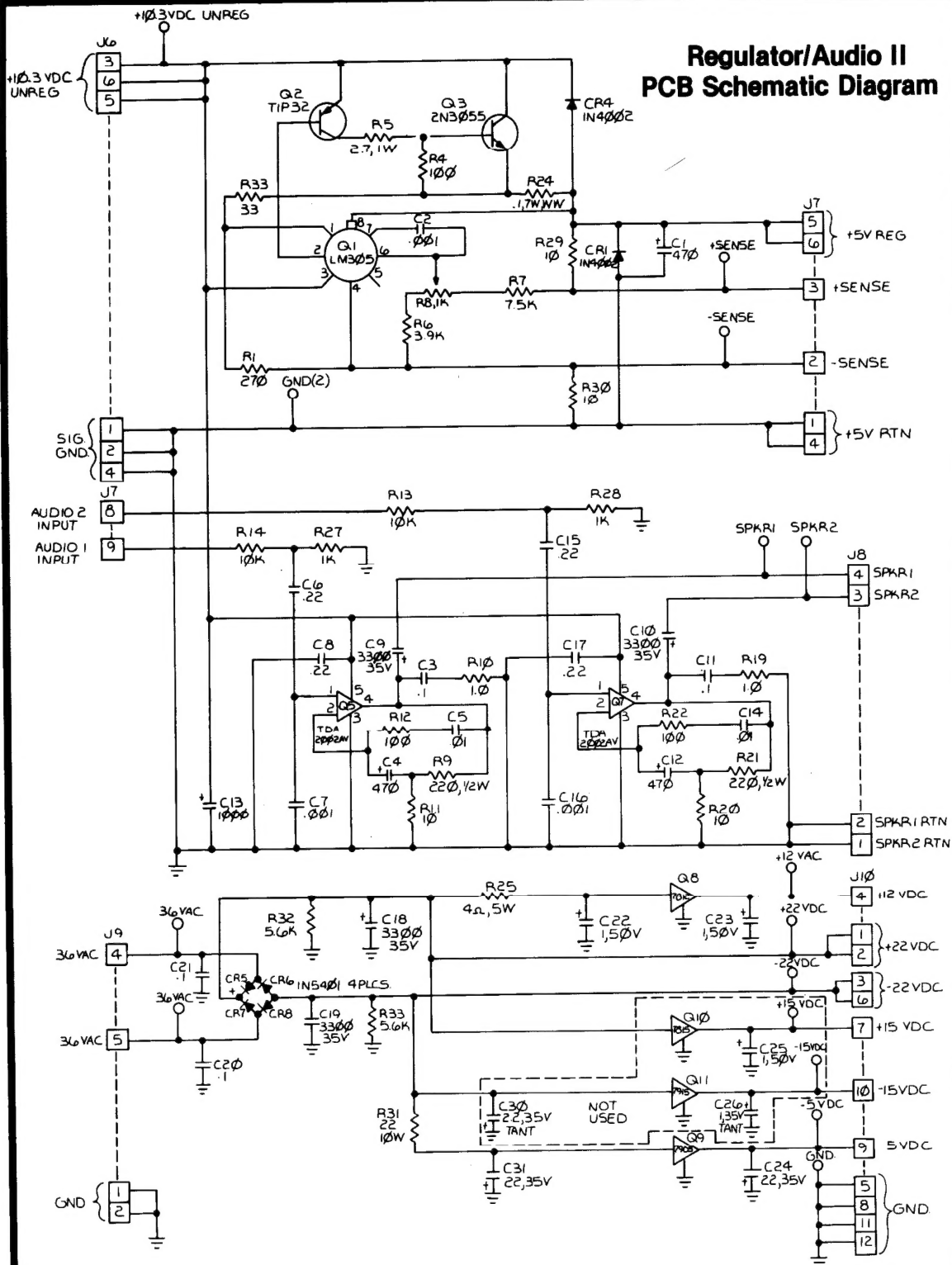
J205B
DISPLAY
DIAGRAM

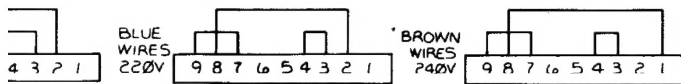
6 RED
5 GREEN
4 BLUE
3 VID. RTN
2 V SYNC
1 H SYNC

J205A
DISPLAY
DIAGRAM

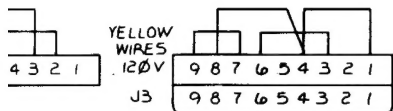
6 RED
5 GREEN
4 BLUE
3 VID. RTN
2 COMP. S
1 MA

Regulator/Audio II PCB Schematic Diagram

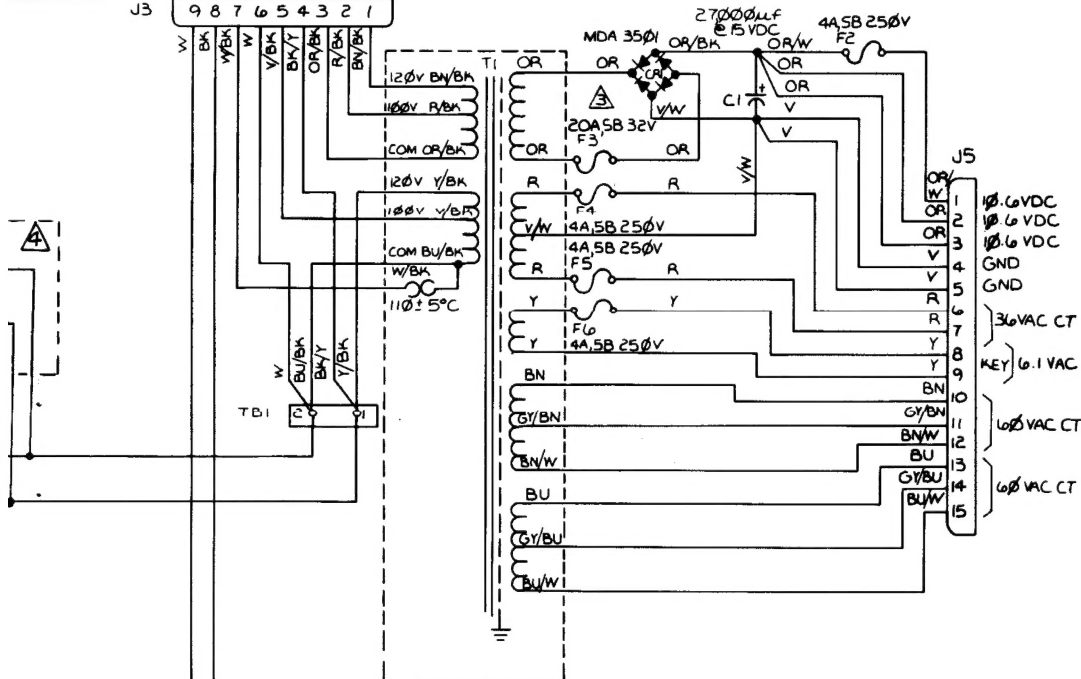




VOLTAGE SELECTION BLOCKS



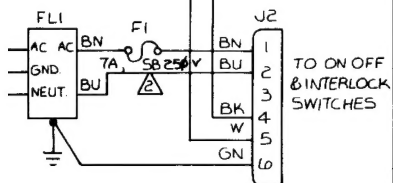
Color Raster Power Supply Diagram



NOTES:

- USE 25 AMP, 5B, 32V FUSE AT F3 FOR -04, -05, & -06 VERSION OF A037671-XX POWER SUPPLY.
- USE 4 AMP, 5B, 250V FUSE AT F1 WITH 220V & 240V (EUROPEAN ONLY)

POWER CORD ASSY MAY HAVE WIRE COLORS AS SHOWN OR WIRE COLORS AS FOLLOWS: ONE BLACK WIRE (AC), ONE GREEN WIRE (GND) AND ONE WHITE WIRE (NEUTRAL).



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Food Fight Regulator/Audio II PCB and Power Supply Diagrams



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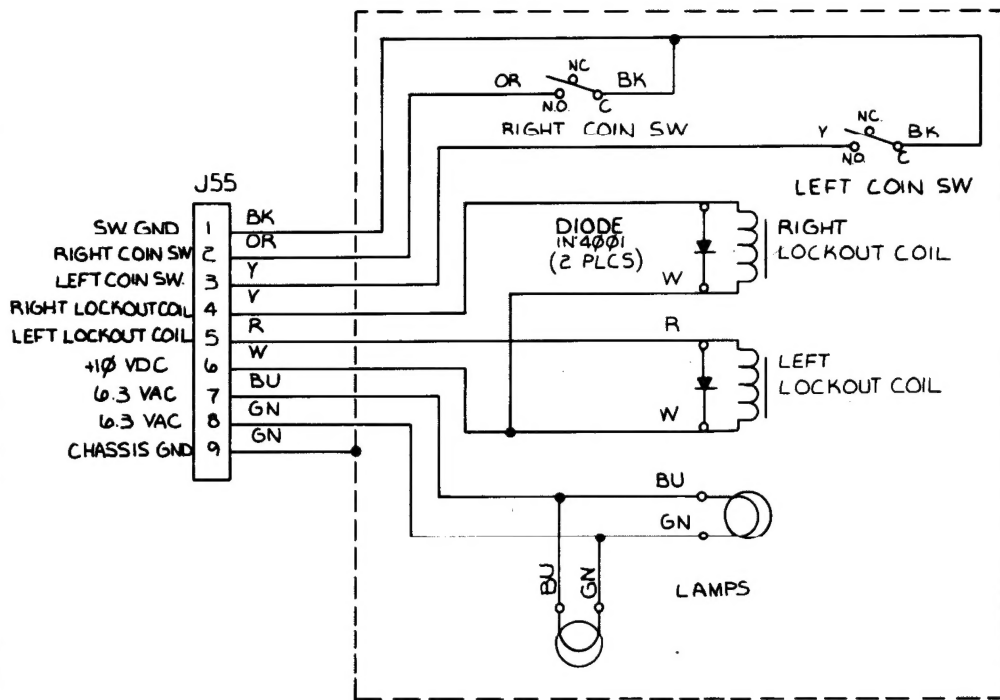
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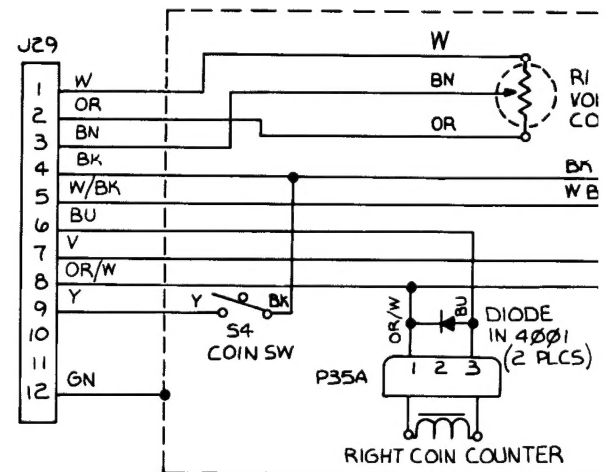
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Coin-Door Wiring Diagram



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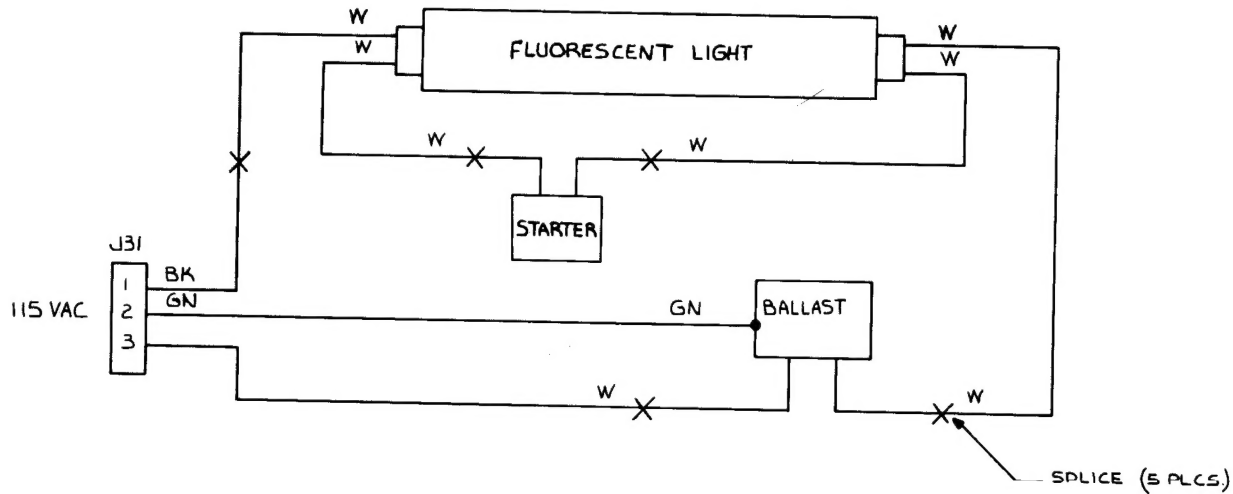
Utility Panel Wiring Diagram



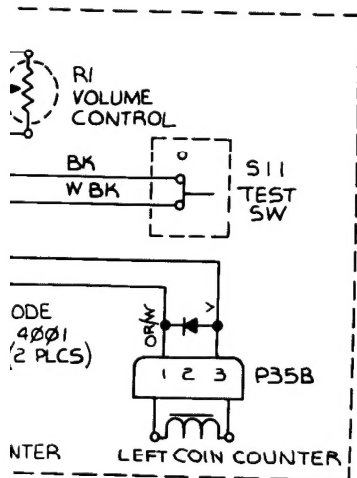
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Fluorescent Light Wiring Diagram



ng Diagram



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Food Fight Game Wiring Interfaces



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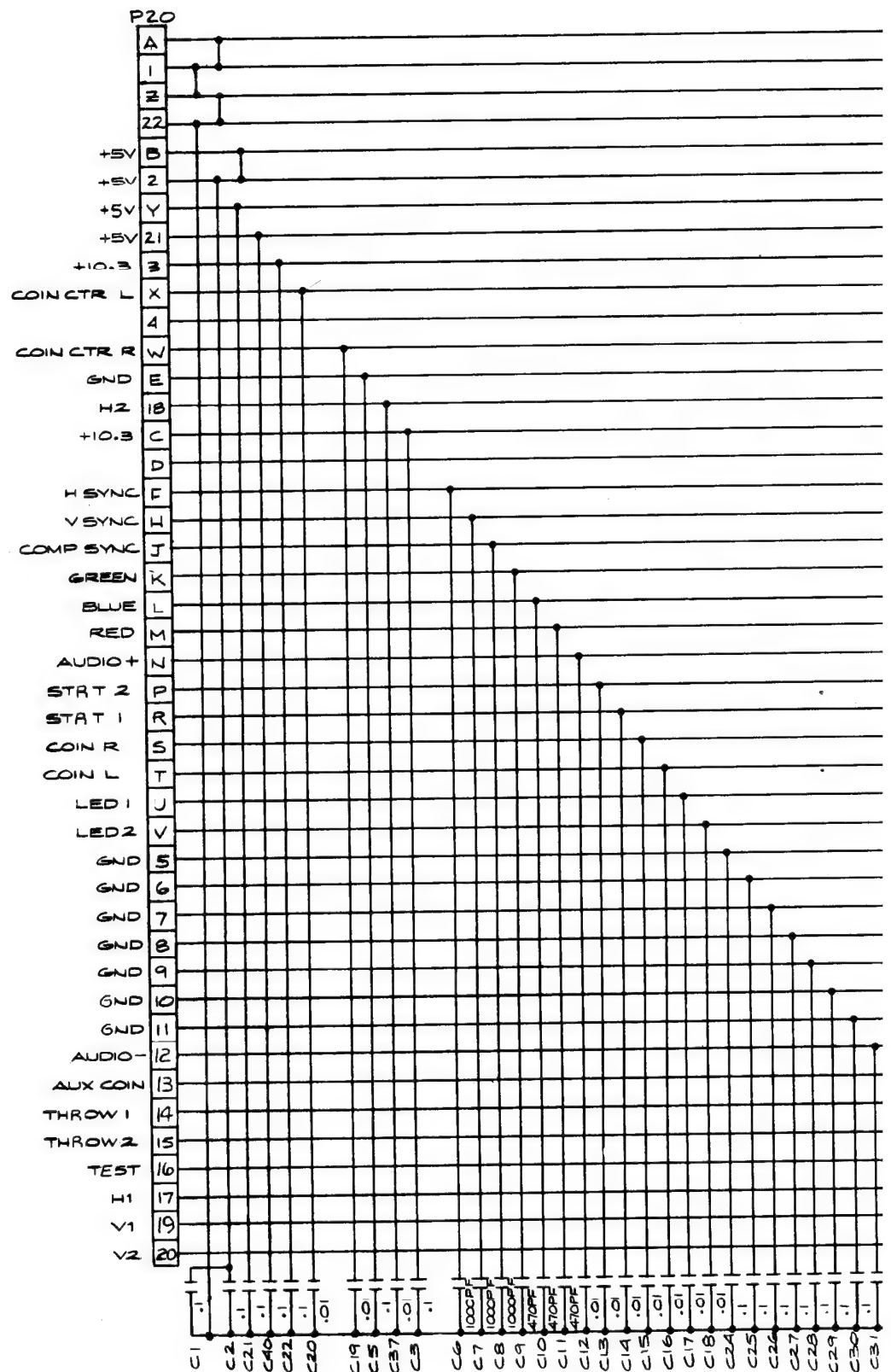
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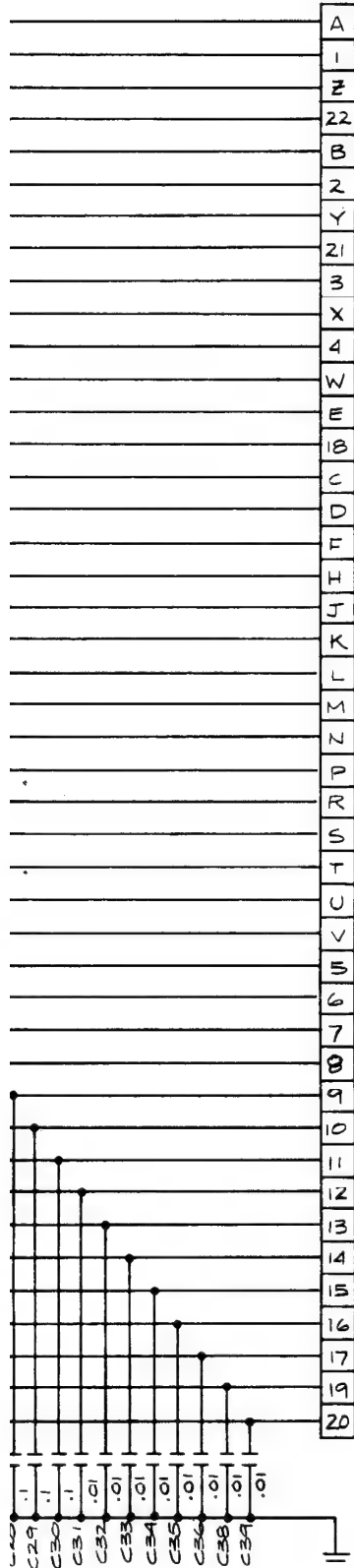
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EMI Shield Schematic Diagram



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MEMORY |

[illegible]

ORY MAP

			R/W	DATA BUS SIGNAL LINES																FUNCTION
A2	A1	A0		D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	
A	A	A	R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PROGRAM ROM
A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PROGRAM RAM
A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PROGRAM RAM
A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOTION OBJECT RAM
	0	0										D	D	D	D	D	D	D	D	VERTICAL POSITION
	0	1		D	D	D	D	D	D	D	D									HORIZONTAL POSITION
	1	0									D	D	D	D	D	D	D			PICTURE
	1	0		D	D	D	D	D	D	D	D									COLOR
A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PLAYFIELD
A	A	A	R/W													D	D	D	D	NVRAM
A	A	A	R									D	D	D	D	D	D	D	D	ANALOG IN
A	A	A	W																	ANALOG OUT
			R																D	COIN 1 (DIGITAL IN)
			R																D	COIN 2
			R														D			START 1
			R													D				START 2
			R												D					COIN AUX
			R											D						THROW 1
			R										D							THROW 2
			R									D								TEST
			W																D	PFFLIP
			W																D	UPDATE
			W														D			INT3RST
			W													D				INT4RST
			W												D					LED 1
			W											D						LED 2
			W										D							COUNTERL
			W									D								COUNTERR
A	A	A	W									D	D	D	D	D	D	D	D	COLORAM
			W																	RECALL
			W																	WATCHDOG
A	A	A	R/W									D	D	D	D	D	D	D	D	AUDIO 1
A	A	A	R/W									D	D	D	D	D	D	D	D	AUDIO 0
A	A	A	R/W									D	D	D	D	D	D	D	D	AUDIO 2
A	A	A	R/W																	DTACK
A	A	A	R/W																	VPA

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Food Fight Memory Map



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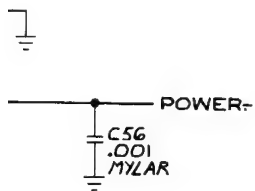
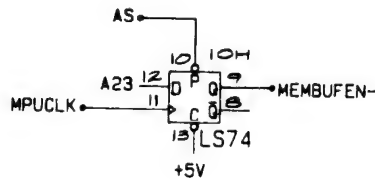
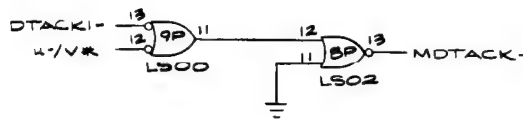
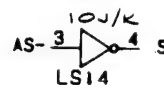
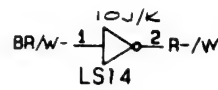
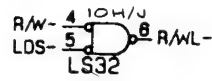
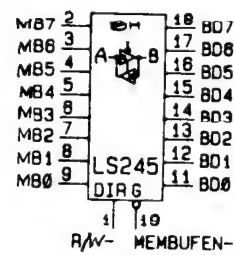
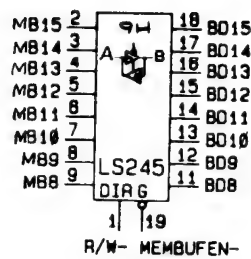
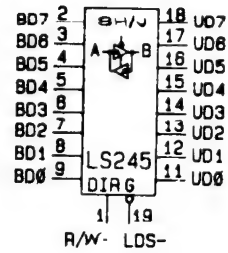
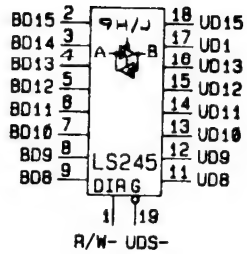
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 -MA8
 -MA7
 -MA6
 -MA5
 -MA4
 -MA3
 -MA2
 -MA1

UD15
 UD14
 UD13
 UD12
 UD11
 UD10
 UD9
 UD8
 UD7
 UD6
 UD5
 UD4
 UD3
 UD2
 UD1
 UD0



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Food Fight Power/Ground and CPU Schematic Diagram



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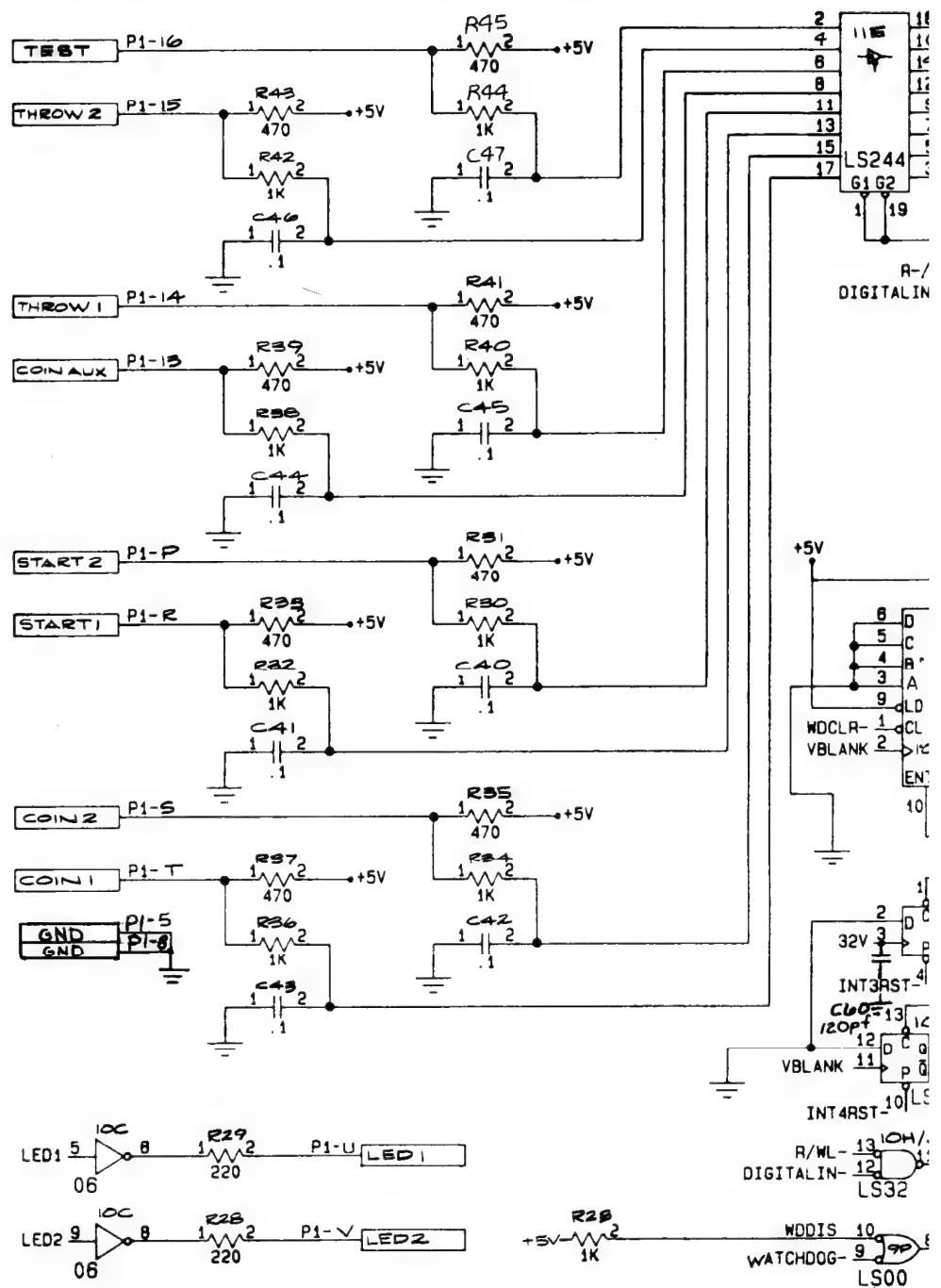
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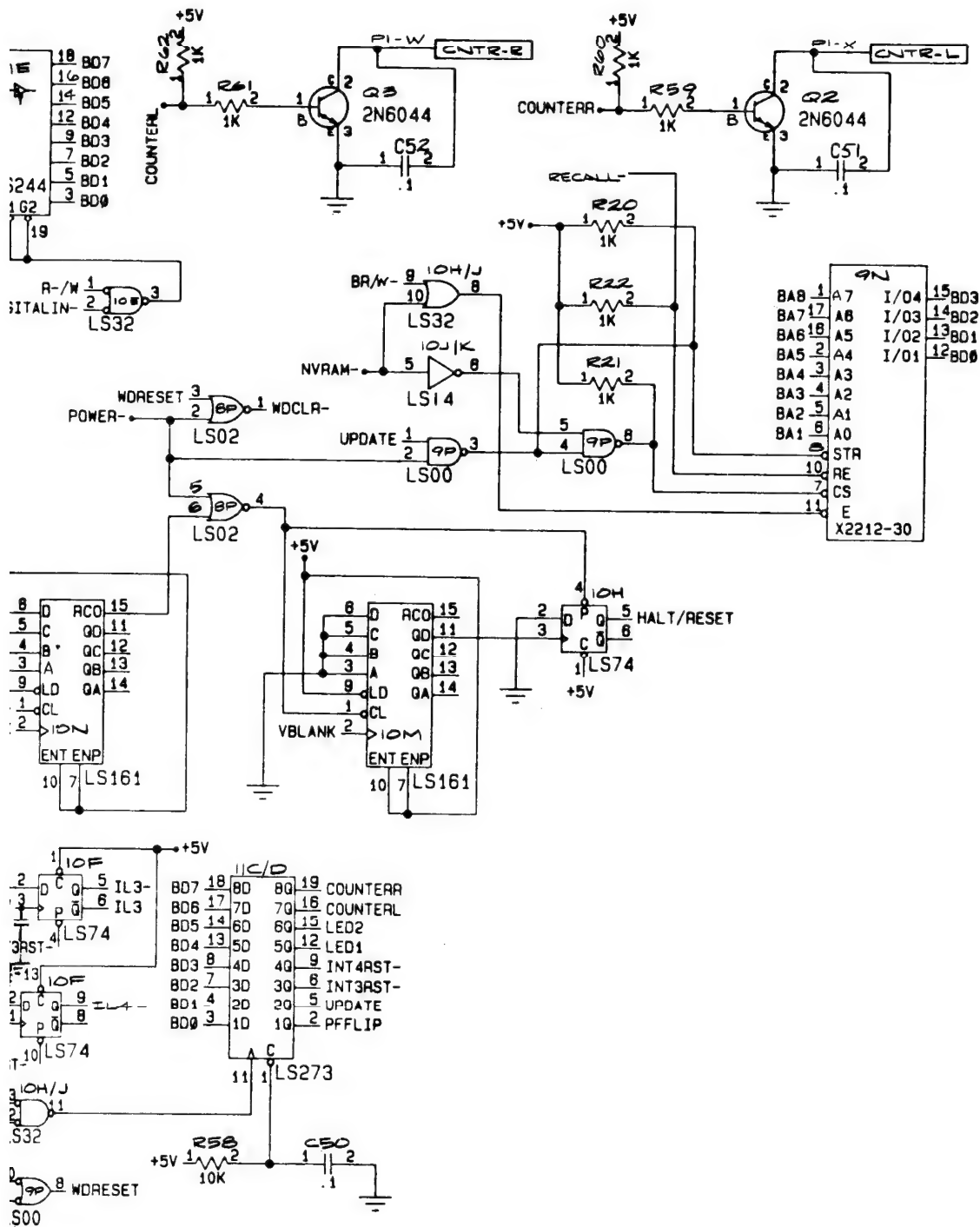
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Food Fight Reset and Digital I/O Schematic Diagram



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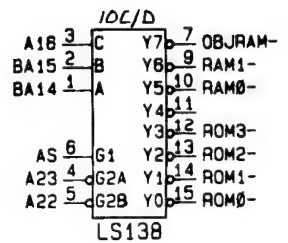
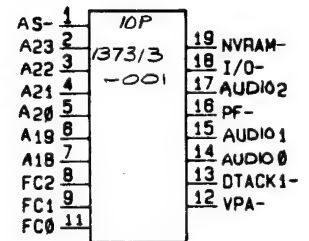
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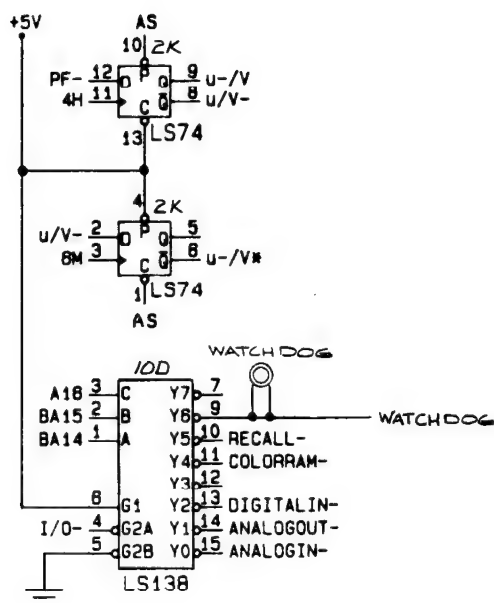
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Food Fight Address Decoder Schematic Diagram

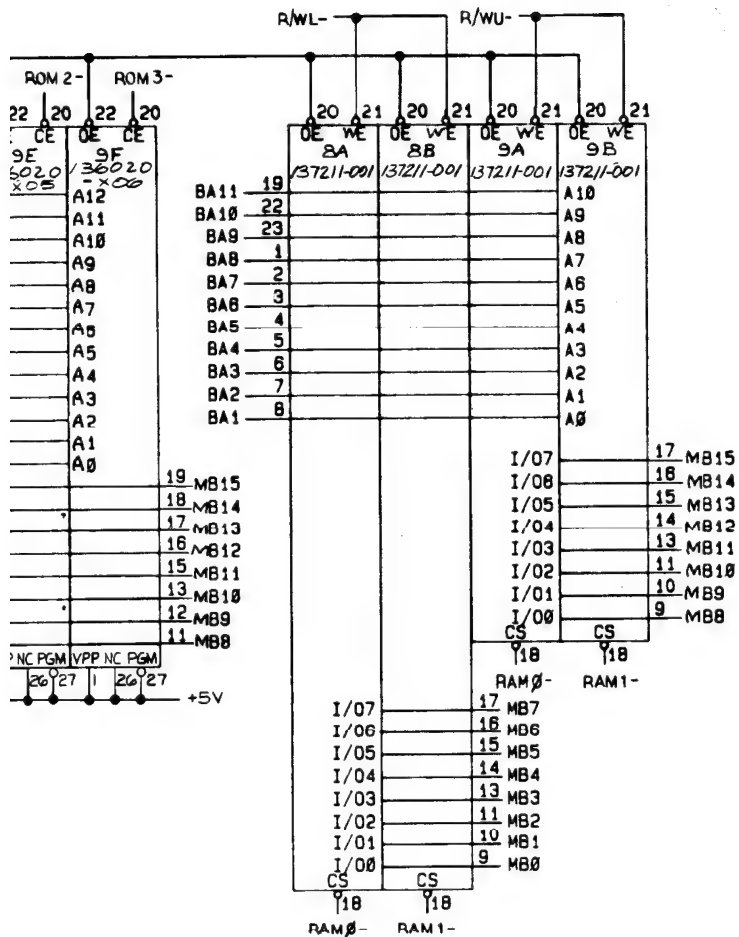


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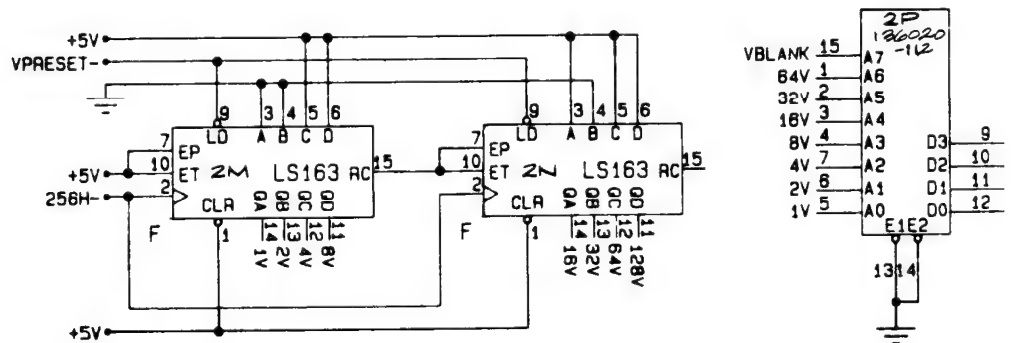
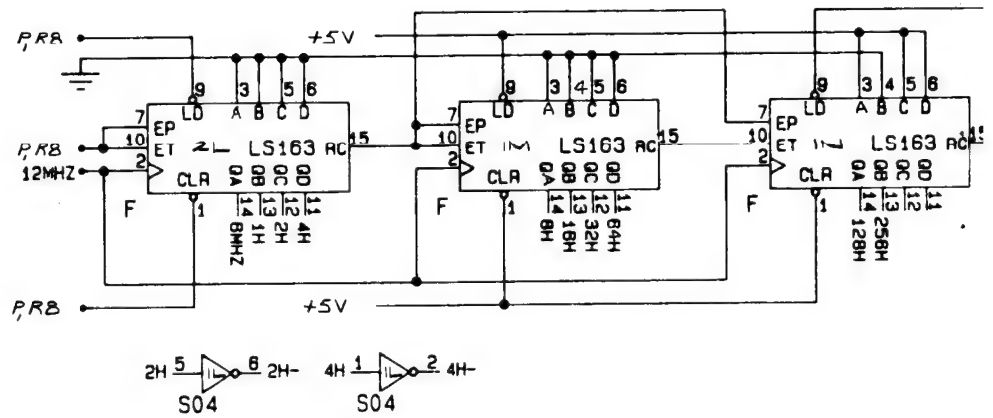
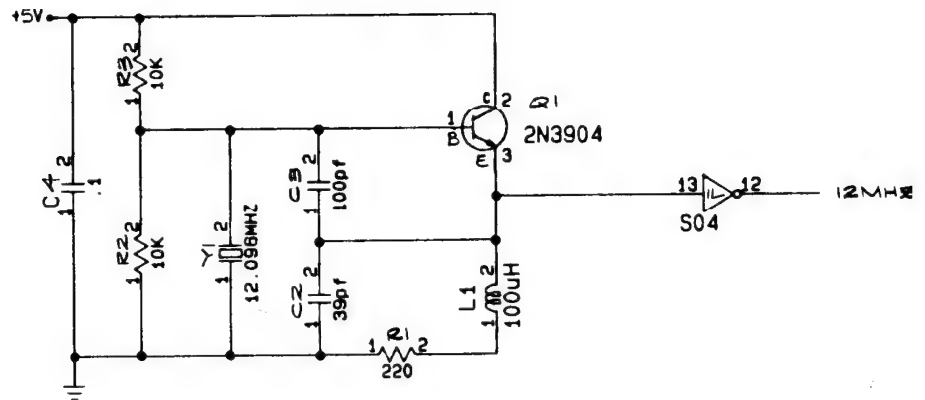
**Food Fight Memory
Schematic Diagram**



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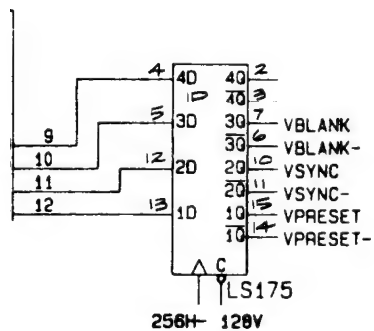
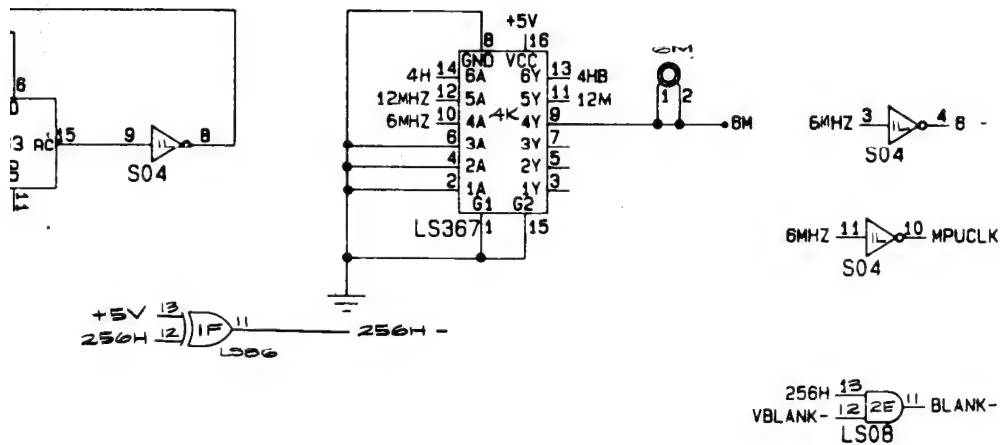
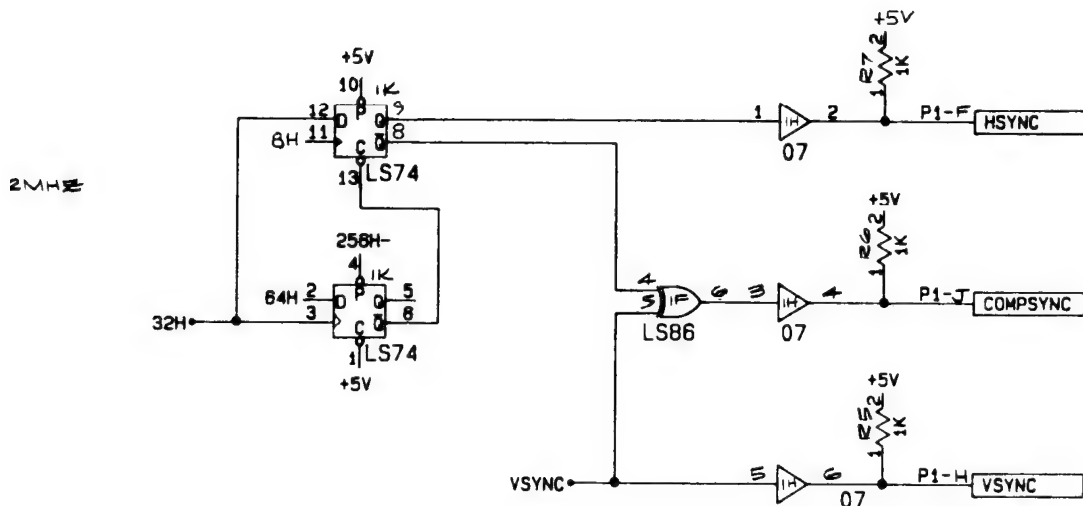
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Food Fight Sync Schematic Diagram



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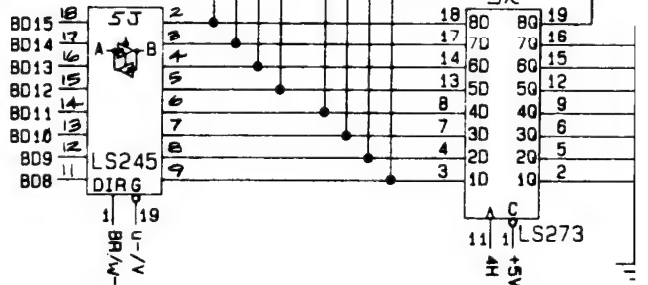
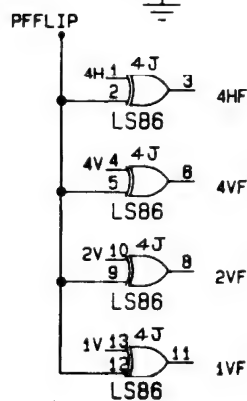
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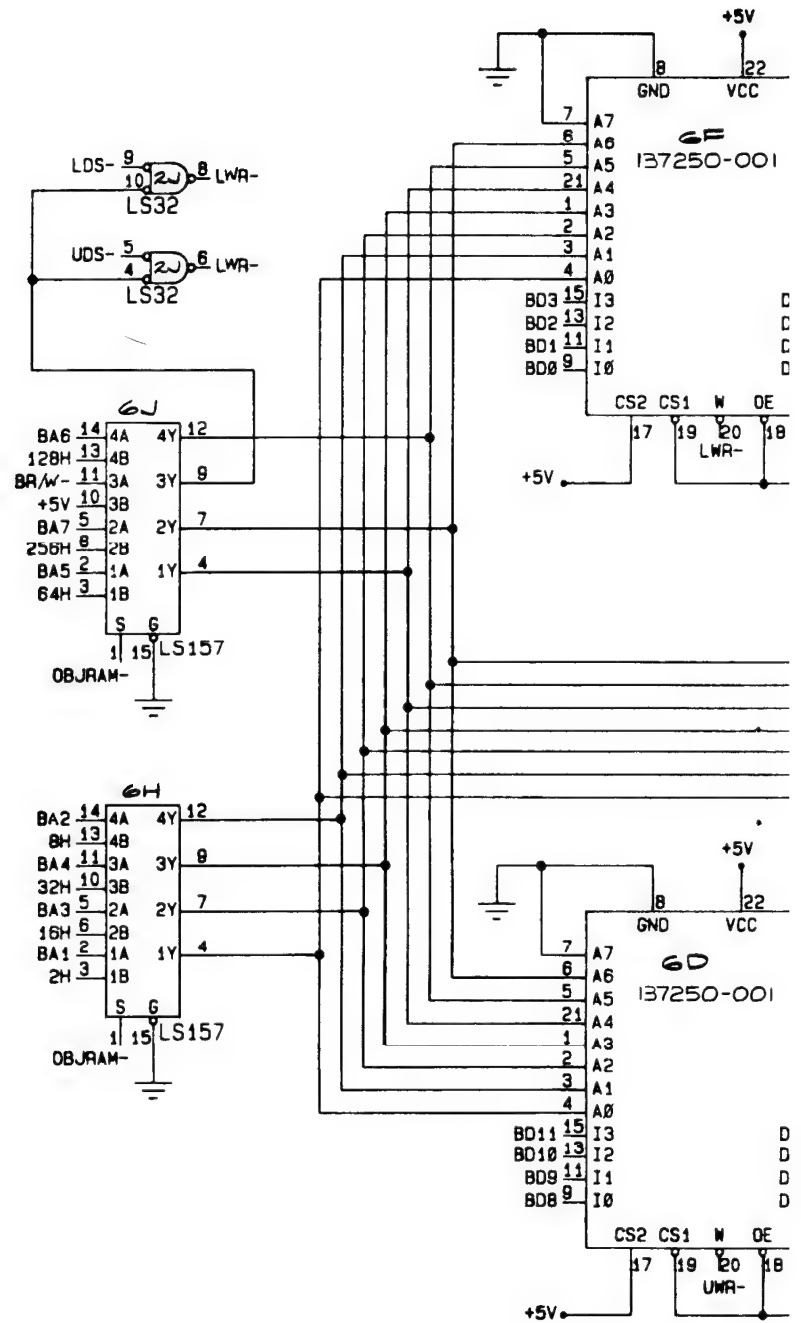
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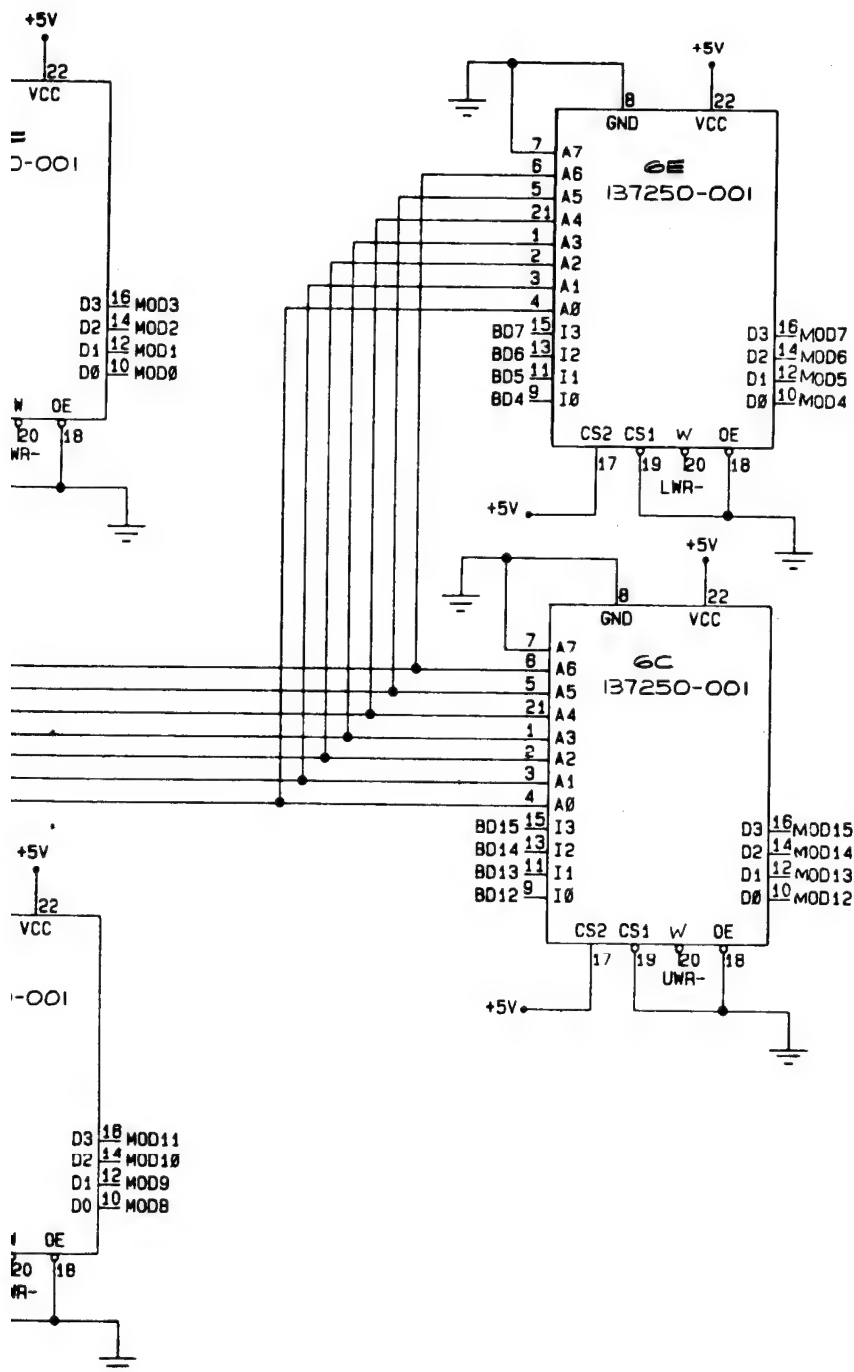






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Food Fight Motion Object RAM Schematic Diagram

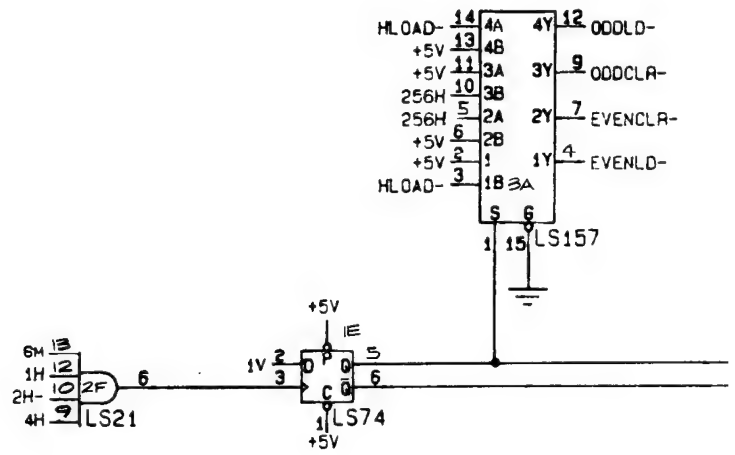
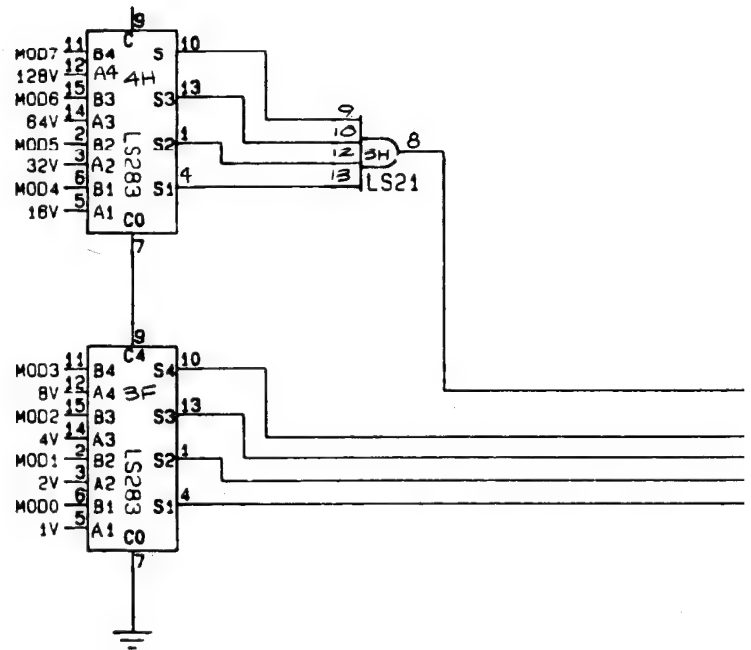


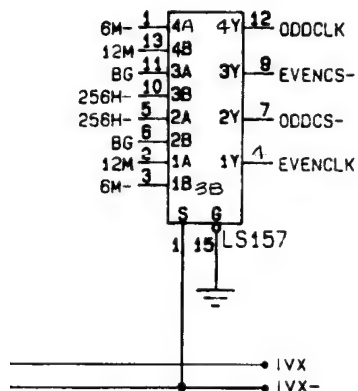
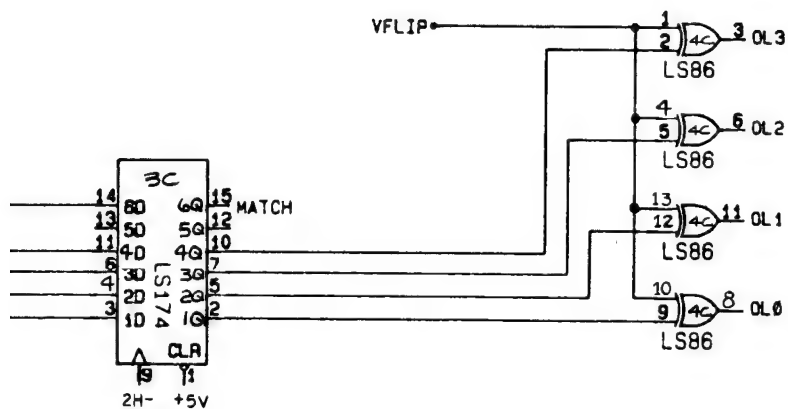
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**Food Fight Vertical Position
Schematic Diagram**



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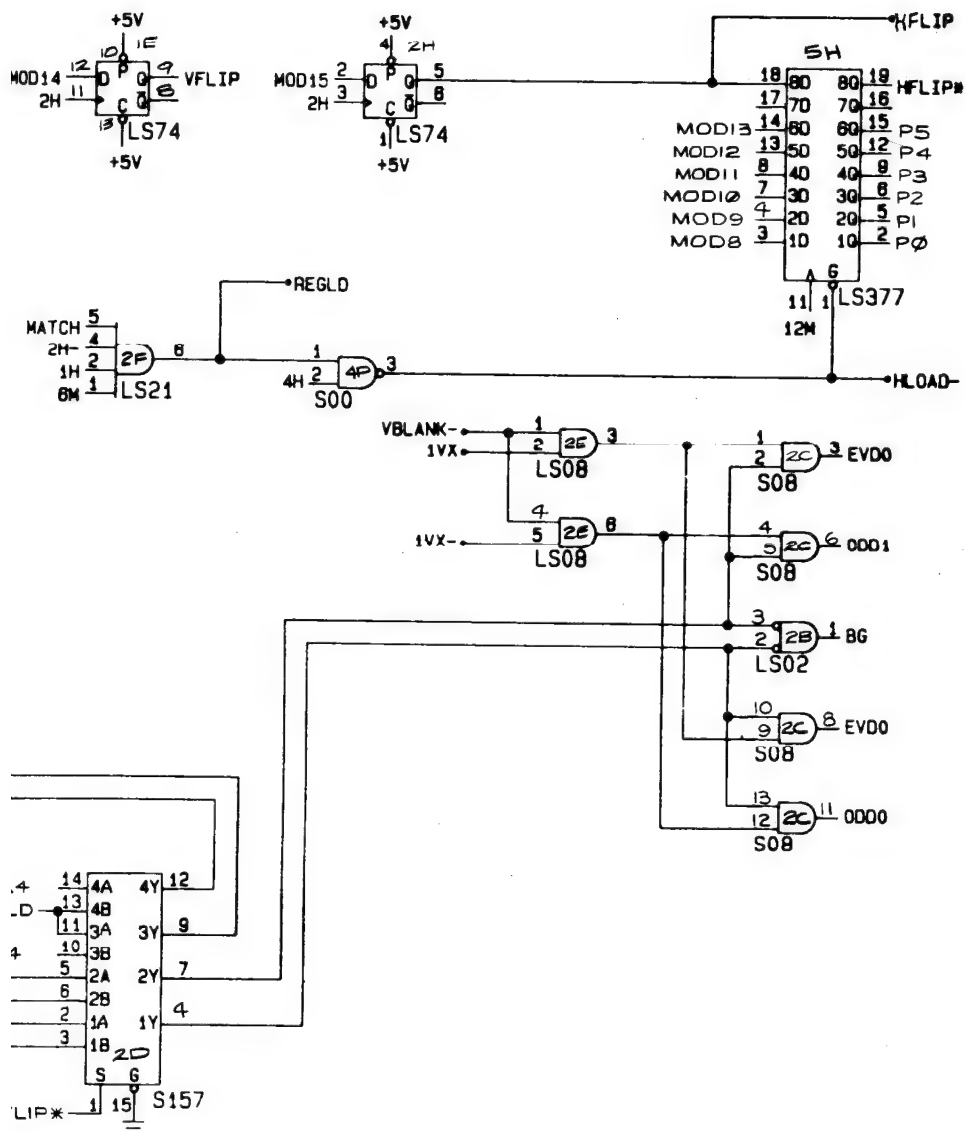
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Food Fight Motion-Object ROM Schematic Diagram



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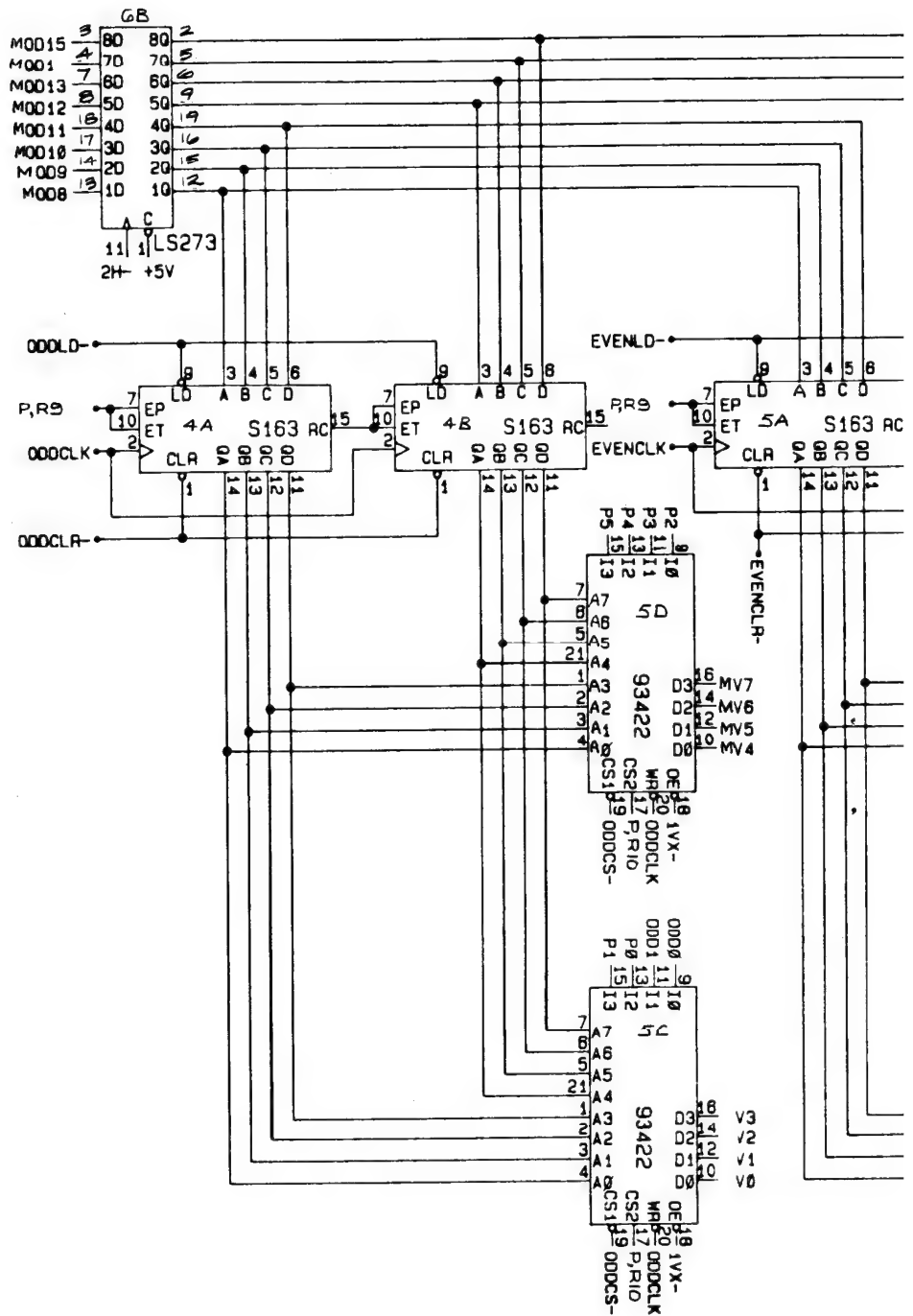
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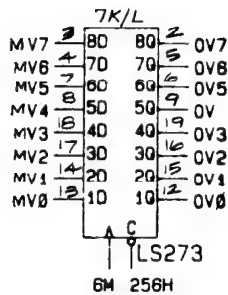
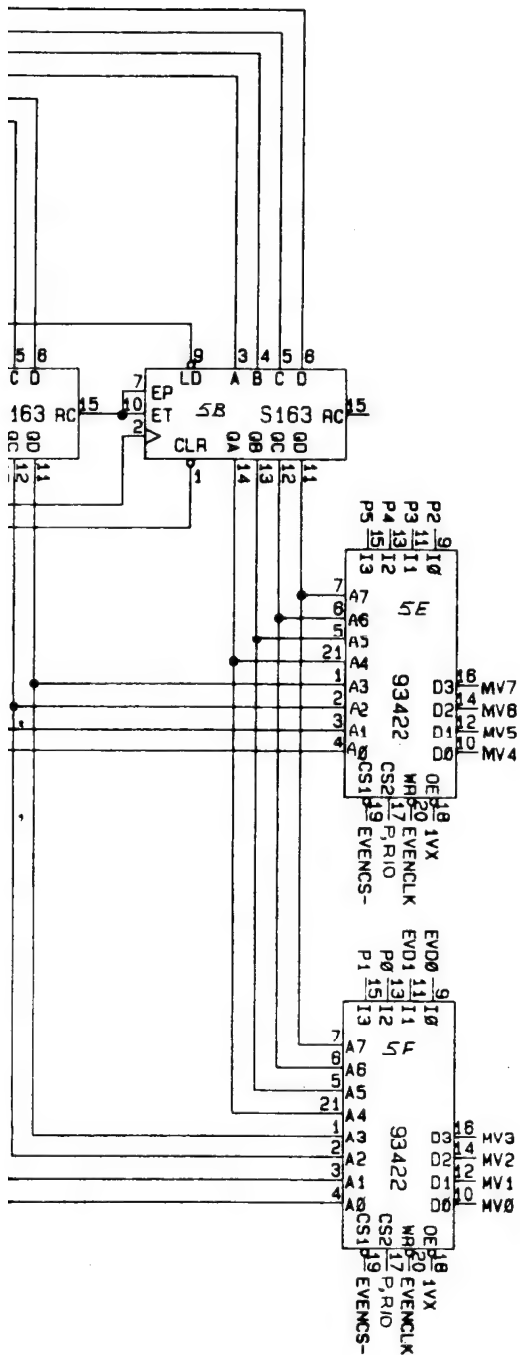
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Food Fight Line Buffers Schematic Diagram



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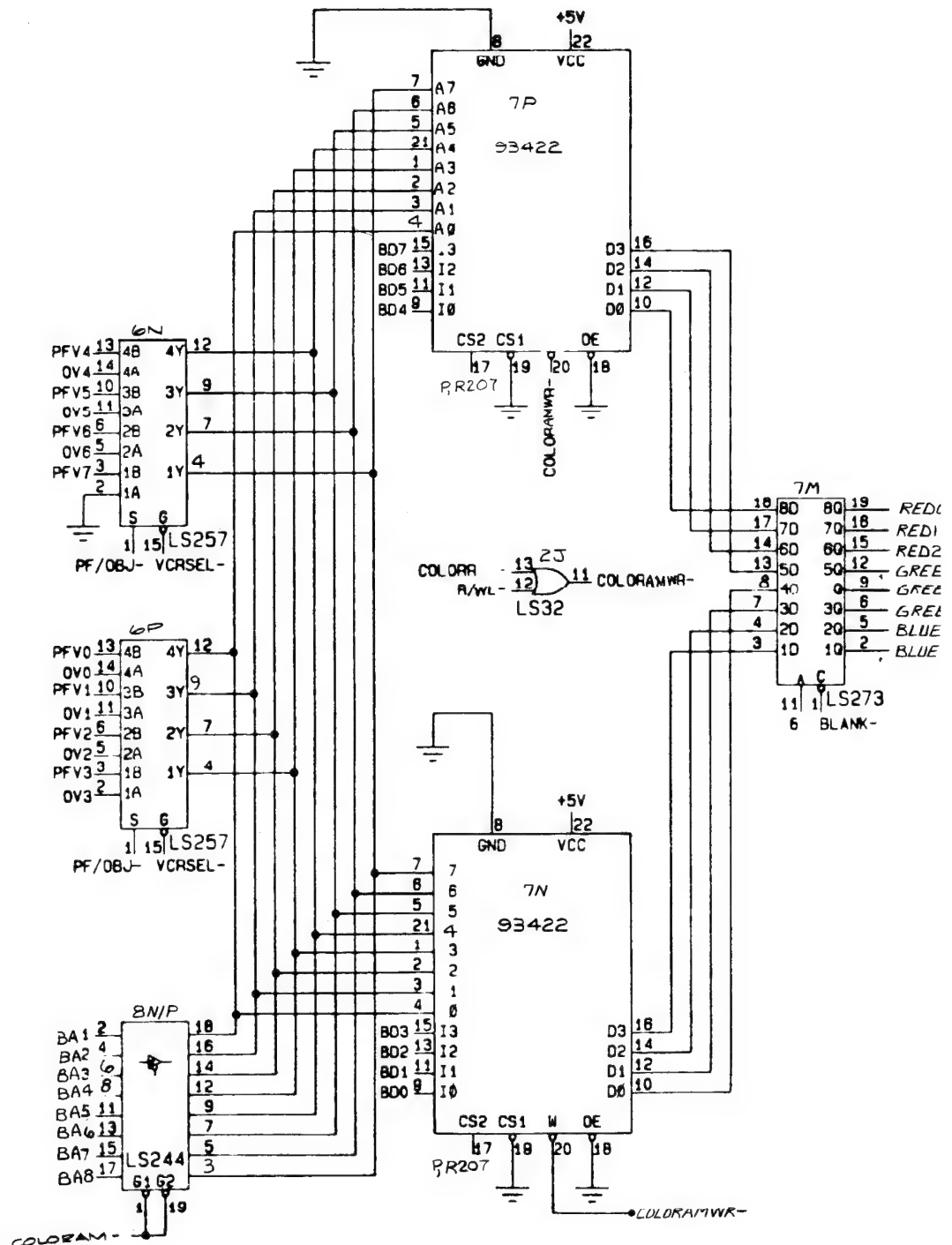
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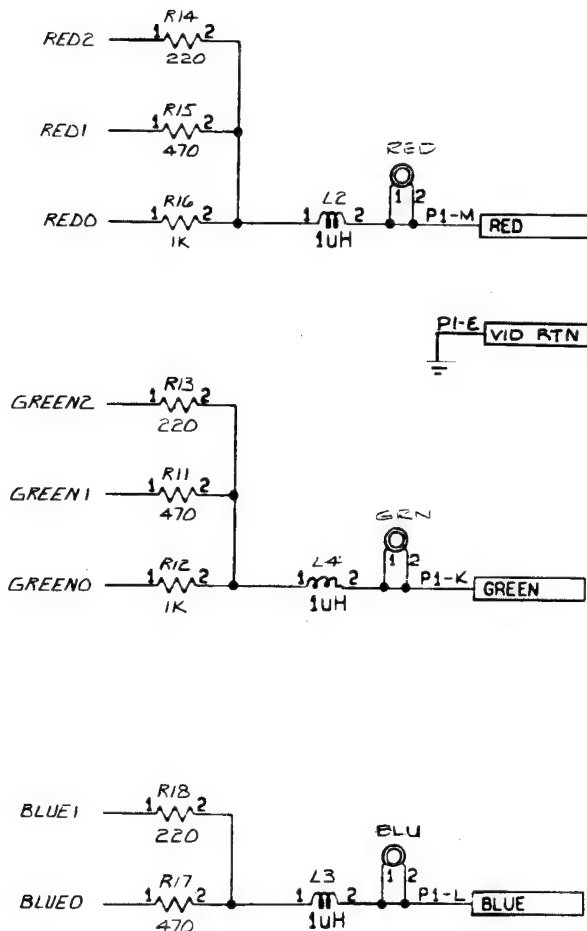
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 18 RED1
 15 RED2
 12 GREEND
 9 GREEN1
 6 GREEN2
 5 BLUED
 2 BLUE1
 .S273
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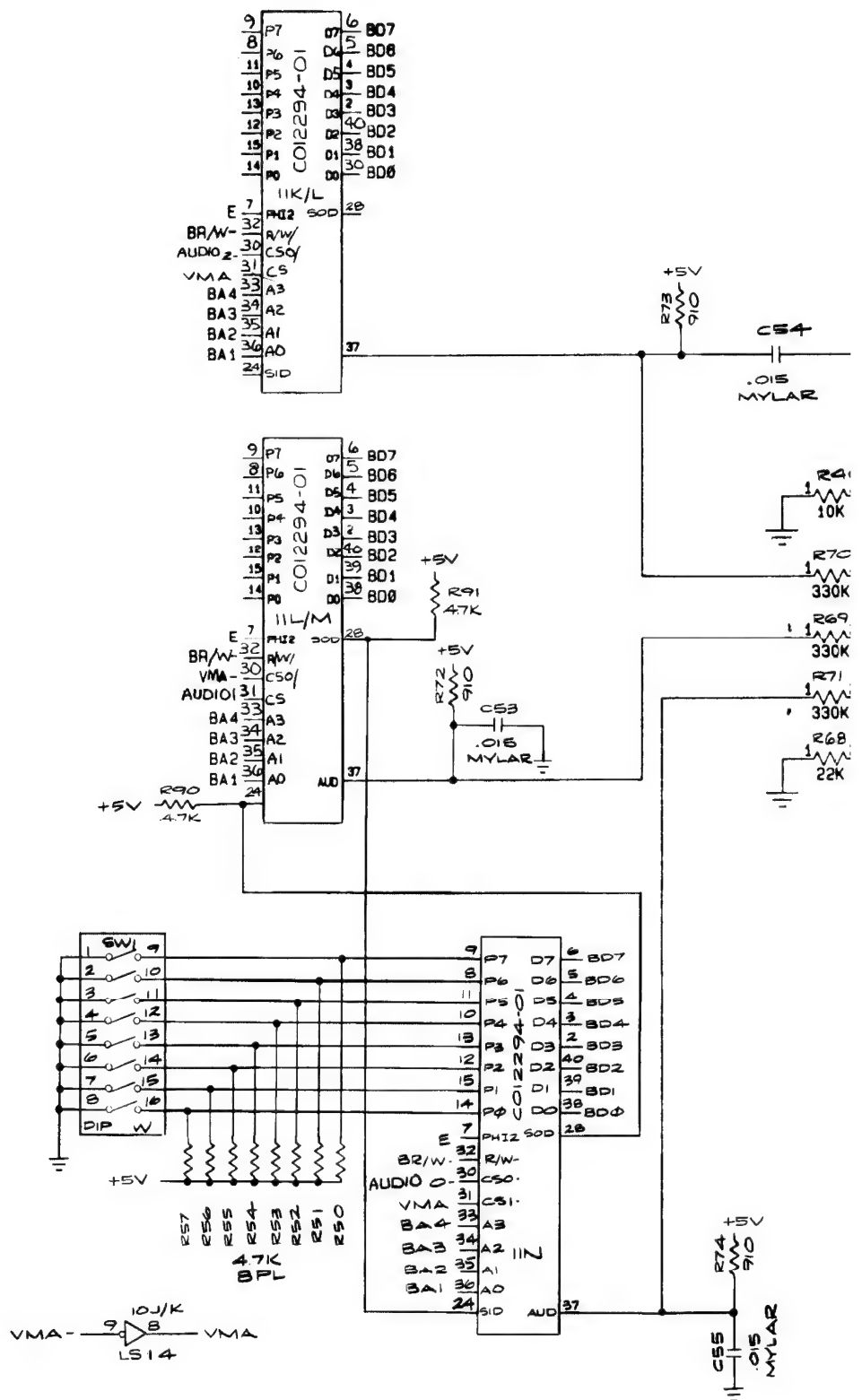


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Food Fight Color RAM Schematic Diagram

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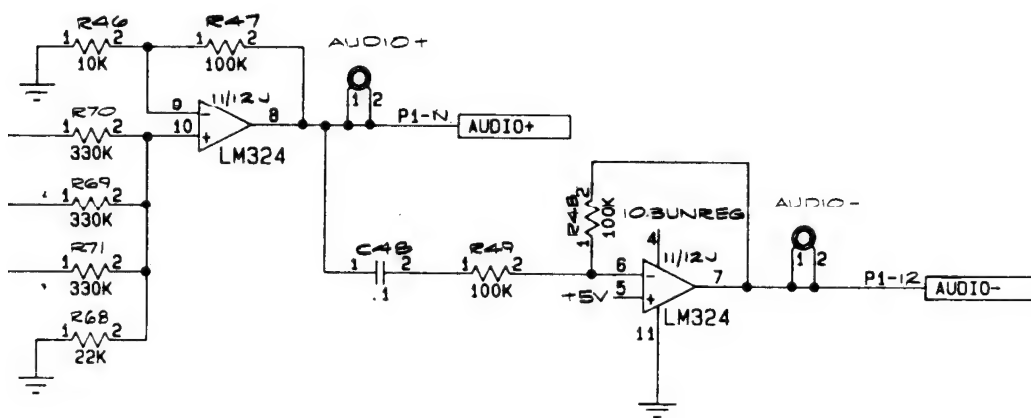
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Food Fight Sound Schematic Diagram



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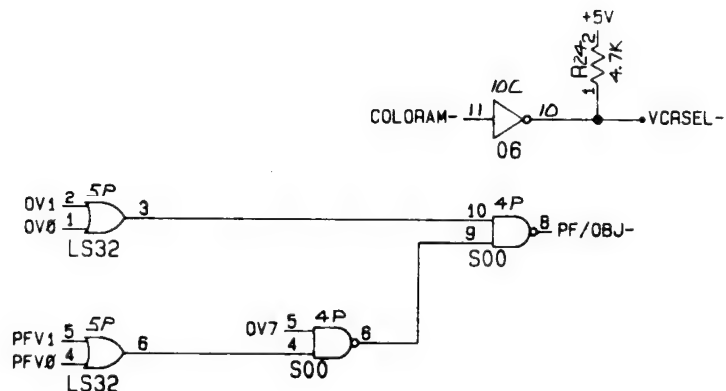
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**Food Fight Analog Inputs
Schematic Diagram**



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Schematic Notes

Unless otherwise specified

Resistance: (Ω) (K \rightarrow K Ω , M \rightarrow M Ω), 1/4 (W) carbon resistor

Capacitance: 1 or higher \rightarrow (pF), less than 1 \rightarrow (μ F)

working voltage \rightarrow 50 (V)

ceramic capacitor

Inductance: (μ H)

Electrolytic Cap: Capacitance Value (μ F)/working voltage (V),

NP \rightarrow non-polar (or bipolar) electrolytic cap.

Refer to the parts list for additional component information.

\odot indicates test point connection

\perp indicates chassis ground unless otherwise specified

Hz indicates cycles per second

For safety purposes (and continuing reliability)

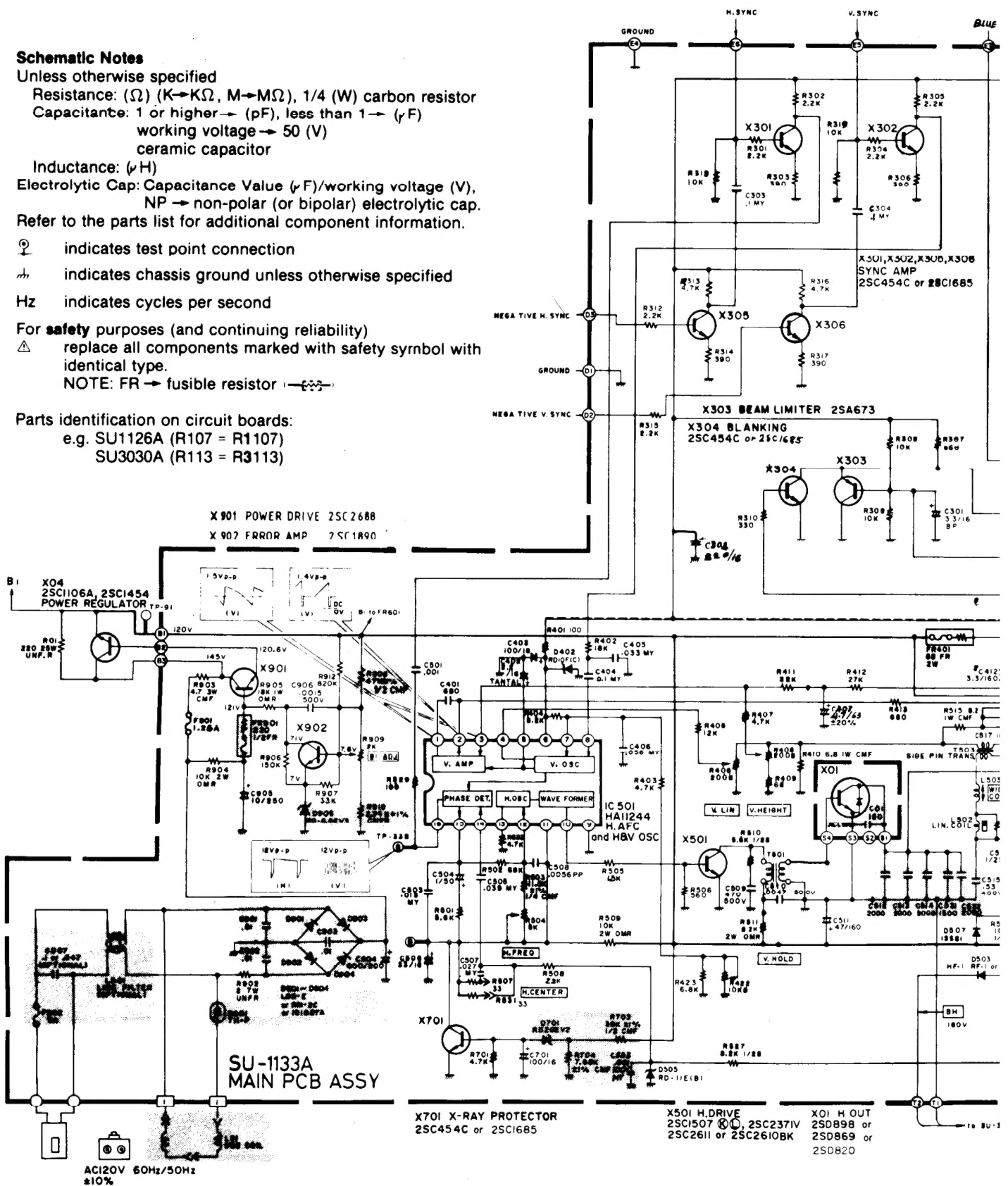
\triangle replace all components marked with safety symbol with identical type.

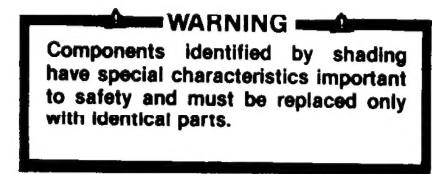
NOTE: FR \rightarrow fusible resistor

Parts identification on circuit boards:

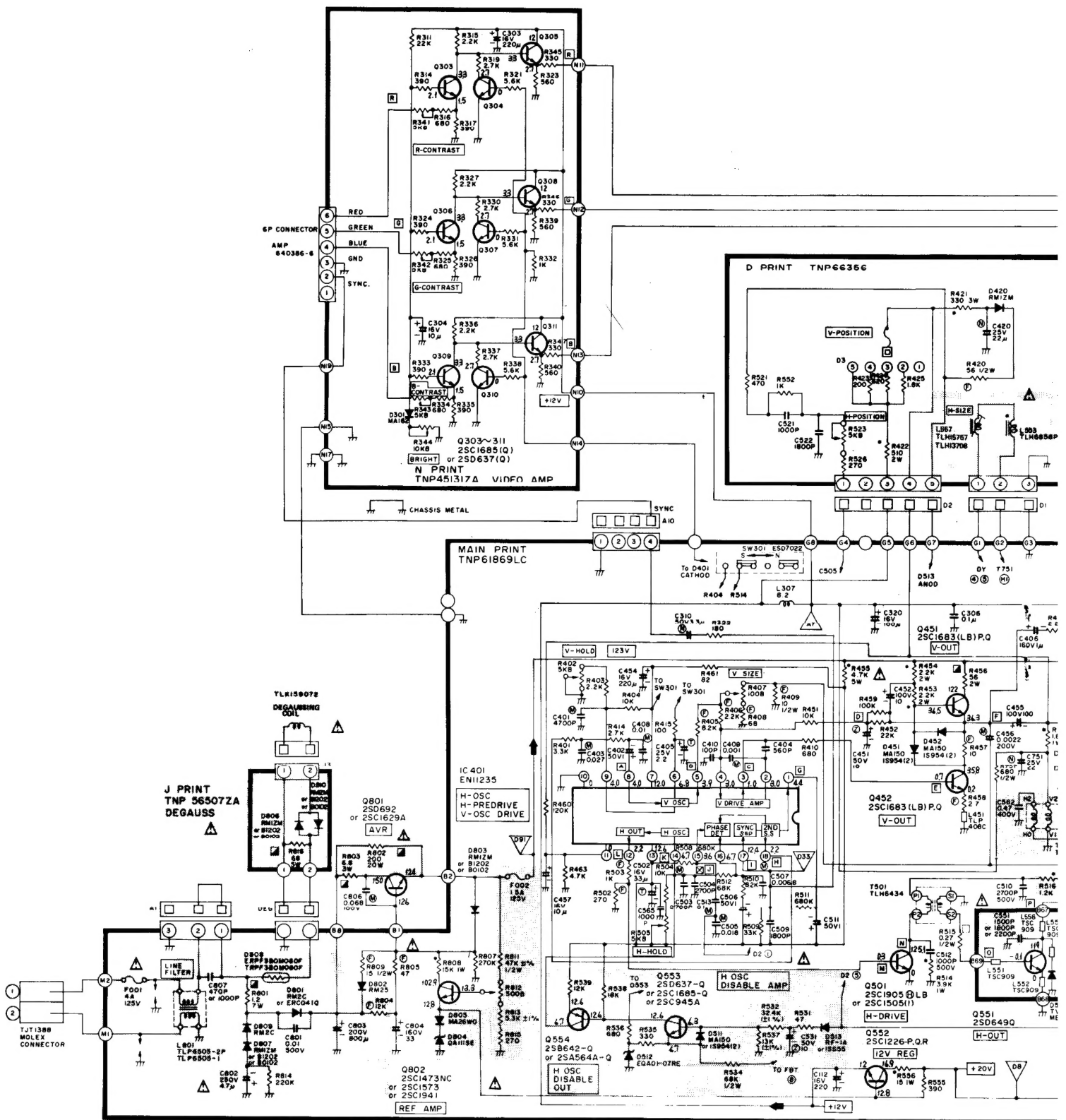
e.g. SU1126A (R107 = R1107)

SU3030A (R113 = R3113)



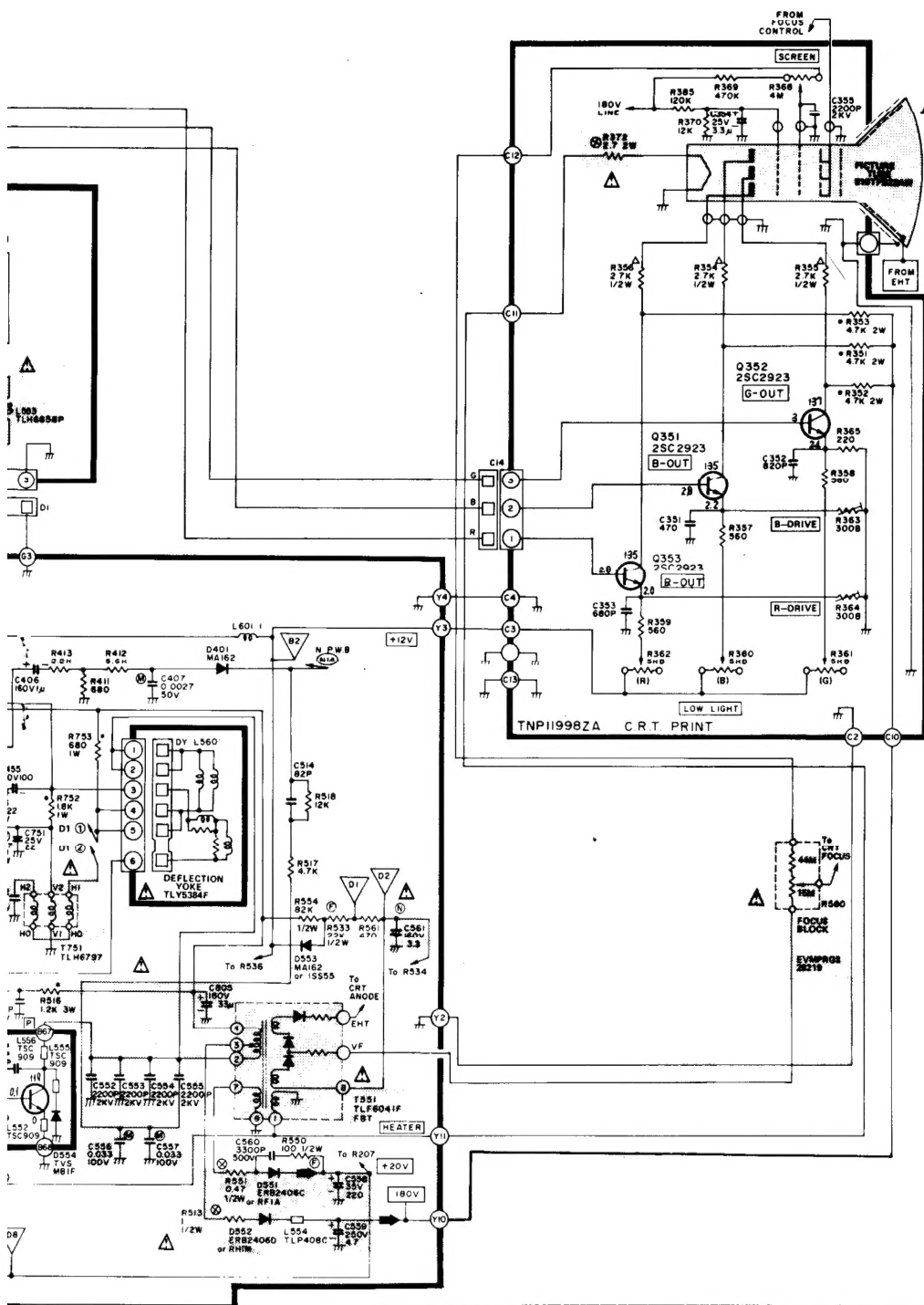


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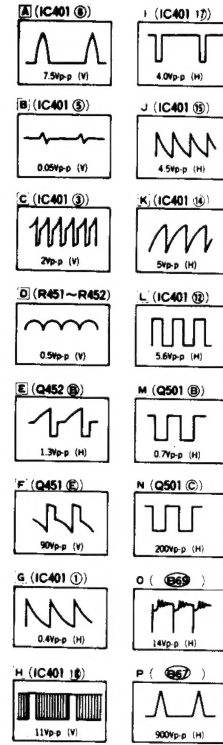


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Waveform



NOTE

1. RESISTOR
All resistors are carbon 1/4W resistor, unless otherwise noted the following marks:
Unit of resistance is OHM (Ω) (K = 1,000, M = 1,000,000)
△ Solid
□ Wire Wound
○ Non-Flammable
△ Cement
2. CAPACITOR
All capacitors are ceramic 50V capacitor, unless otherwise noted the following marks:
Unit of capacitance is pF, unless otherwise noted
△ Electronic
□ Electrolytic
Z Z type
T Tantalum
3. COIL
Unit of inductance is μH
4. TEST POINT
△ Test point position

WARNING

Components identified by shading have special characteristics important to safety and must be replaced only with identical parts.

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Matsushita Color Raster Display Schematic Diagram



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